SNSP-MZ-UKV

MEGA-LO-MANIA™

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

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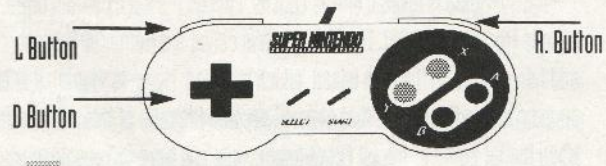
STORY

There is always a feeling of excitement any time that a new planet is born. This is because each time a new civilisation arises, a new ruler is needed to watch over it; and for the one lucky enough to become the ruler— total power and immortality.

The fate of this new planet is determined by a game played by four would-be rulers. The game is called Mega-lo-Mania — 'The Game of the Power-Crazy'. The arena is the vast glass orb at the top of the universe in which all new planets are born, and the playing field is the new planet itself.

Each of the four contenders is given control of a race of people. Only the contestant whose race can win the final battle will be granted rulership over the world.
You are one of the final four contestants. Can you make it to the final challenge, the Mother of All Battles, ensuring eternal power for yourself?

Controller Operation



D Button

Move the cursor. Make selections in the command window.

Start Button

Set the game mode. Pause the game. (To continue, press the A button over the Continue command.)

A Button

Set the game mode. Select commands. Increase the number of people to participate in a battle or a task.

B Button

X Button

Show the help window.

Y Button

R Button

Open the command window.

L Button

Mouse

Click left

Set the game mode. Select commands. Increase the number of people to participate in a task. (Same as the A button)

Click right

Cancel commands. Decrease the number of people to participate in a task. (Same as the B button)

Click both

Pause game.

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Game Stages

Mega-lo-Mania is divided into 10 Epochs. Epochs 1-9 each contain three islands (for a total of 27). The 10th Epoch is called the Mother of Battles, and takes place on the 28th island, which is called 'Mega-lo-Mania'. It is by winning in this final battle that you will become the ruler of this new world. When the 1st battle of the 1st Epoch begins, you will have 100 people in your race. After completing all 3 islands of the 1st Epoch, you will advance to the 2nd Epoch and be given 100 more people. If you don't use all of the people given to you in an Epoch, then those you didn't use will be sent along with you to the next Epoch

Starting the Game

At the opening menu, select the game mode with the B button or the D button. Start the game with the A button or the Start button.

• New Game

When New Game is selected, the character selection screen will appear. [See pg.11 "Game Play"]

• Password

Use this selection to continue from the last screen you finished. Enter the 13 character password that was given to you the last time you finished playing by moving the cursor with the D Button. Press the A button to select a letter, and the B button to erase the last letter you entered. If the password is incorrect, the cursor will return to the first position.

Note: Be sure to write down the password given to you after each island is taken!

• Options

AUTO SLOW ON/OFF
When this option is ON, the game speed will automatically be set to SLOW any time the enemy attacks one of your sectors.

SPEECH ON/OFF
When this option is ON, you will be notified when weapons are developed, elements have run out, and when other events occur.

MUSIC ON/OFF
When this option is ON, background music will be played.

SFX ON/OFF
When this option is ON, sound effects will be played.

• Pausing the Game

Pressing the Start Button (or both mouse buttons) will pause the game. To cancel pause, click the A button with the cursor over the CONTINUE icon. Clicking over the QUIT icon cancels the game and returns you to the opening screen.

The Game Screen

1. Reduced Map
This shows the entire island. Sector selection for attacks and retreats are also performed on this screen.
2. Island Name•Era
Under the Reduced Map the current island's name and the era (Tech Level) are displayed.
3. Command Window
Most commands such as building weapons, mining, etc., are given from this window.
4. Window Icon
Opens and closes the Command Window.
5. Alliance Icons
Used to make alliances with other players. If the alliance is successful, the shield will change colour.
6. Speed Icon
Sets the game speed.
7. Game Screen
Shows buildings, battles, etc.

The Reduced Map

This map shows all of the sectors in the island you are currently battling in. The number of sectors ranges from two to sixteen. At the beginning of the game, there will be a maximum of three enemy castles which will show the colour of their owner. Enemy and friendly armies are shown as small coloured squares in these areas. Selecting a sector will cause the Game Screen to show that sector. The sector which is currently being displayed in the Game Screen will be highlighted within the Reduced Map.

Game Icons

- Alliance Icons

The shields of the other players are shown here. If a player loses all of his sectors, then his shield will disappear. The numbers next to the shields show the number of that player's people which are in the current sector. Placing the cursor over a shield and pressing the A button requests an alliance with that player. However, you cannot make alliances with all of the other players in the game. If another player requests an alliance with you, select YES to accept, NO to refuse. To break an alliance, select the darkened shield icon of the player.

- Speed Icon

Sets the game speed. Press the A button to speed the game up, or the B button to slow it down.

The Command Window

To open the Command Window, press the Y button to put the cursor over the Command Window Open/ Close Icon and press the A button. You can also open this window by pressing the R button. The Command Window is divided into eight sections, and those commands which you can give are highlighted. Place the cursor over the Command you wish to give and press the A button.

To close this window, place the cursor over the Command Window Open/Close Icon and press the A or the B button. You can also close this window by pressing the L button.

• Information

The numbers shown in this window show the number of people who are doing nothing in this castle. All of the items which you have invented in this sector are also displayed. If you choose one of these icons, the Elements which are required to create this item are displayed. You can also get rid of any items you don't want any more by selecting the icon for that item, placing the cursor over the trash can, and clicking the A button. When possible, you can then re-invent that item using a new combination of Elements. This is convenient when you have run out of an Element required to make an item.

• Attack

This window shows the number of people available to attack another sector and the weapons which you have stockpiled. If you have enough elements to build a weapon 'OK' will be displayed underneath the icon. If you have already built some of this weapon, the number of weapons built will be displayed. When you select the person icon or a weapon icon, the cursor changes to a sword and you may increase the number of people to attack with the A button or decrease the number with the B button.

You are not required to use only a single weapon, and can use any combination of weapons you have stored. Cancel the attack by pressing the B button or pressing the A button with the cursor in the in the window title area. All people will then be returned to the Man Pool.

While the cursor looks like a sword, placing it over a sector in the Reduced Map and pressing the A button will begin the attack.

To move from one sector to another, press the B button with the cursor over the small square representing your army in the reduced map. The cursor will become a sword, and you may then put the cursor over the sector you wish to move to and press the A button.

HINT: Move wisely!

Bi-planes, jet planes, nukes, and UFOs can move directly to any sector, but all other attackers can be moved only to adjacent land sectors (even when mixed in with flying weapons). Moving any unit out of a sector during a battle (retreating) will cause huge casualties, so don't retreat unless you are sure your army will be completely destroyed in a battle.

• Defence

This screen shows all of the Defensive Weapons you have built. If you have enough elements to build a weapon 'OK' will be displayed underneath the icon. If you have already built some of this weapon, the number of weapons built will be displayed. Selecting one of the weapon icons changes the cursor to the Defence Cursor. Move this cursor over the towers of the buildings you want to defend and push the A button to place the selected defensive weapon. The B button cancels. To remove a defender from the tower, merely press the A button over him again.

• Repairs

This window shows the status of the buildings in your sector and the number of Repair Shields you have built. When you have built Repair Shields, select one of these icons and the cursor changes to a Shield. Move the cursor to the castle you wish to repair, and press the A button. The B button cancels.

• Mining

As your Tech Level increases, you will be able to gather a large variety of Elements. Some Elements are automatically gathered by hand by anyone who is in the castle. Other Elements (beginning in the 3000 BC Tech Level) may be dug from pits by your miners. The most advanced elements will require a Mine. To collect Elements, place the cursor over the person icon next to the element type and press the A button. Pressing the B button decreases the number of miners.

• Build

This command allows you to build Factories, Laboratories, and Mines. The number underneath the person icon next to each building icon shows the number of people who are working on that building. Increase the number of people working on a building by putting the cursor over the person icon and pressing the A button. When a building is completed, it will show up in the Game Screen and all builders will automatically return to the castle.

• Invent

This command allows you to invent new types of items. The numbers show the number of people who are working on inventing items vs. the number of people who are in the castle doing nothing. To invent a new item, select the icon of the thing which you want to invent, and press the A button with the cursor over the person icon. When the invention is completed, all people automatically return to the castle.

• Produce

High-tech items need to be produced in a factory. The numbers show the number of people who are working on producing items vs. the number of people who are in the castle doing nothing. To produce an item, select the icon of the item and press the A button with the cursor over the person icon. The crate icon tells your people how many of that item to build. When the production run is completed, all people automatically return to the castle.

Markings

• Clock Mark

When your people start on a task, a Clock Mark shows how much time the task will require. The number below the clock shows the number of minutes and the clock hand shows the number of seconds. The more people you assign to a task, the faster the task will be completed.

• Command Frame

This shows the item which has been chosen. This pink frame shows which task will be affected by adding or removing workers to it.

Game Play

Here you will learn how to conquer the island Aloha in the first Epoch. First of all, please follow along with the instructions on the following pages to learn how the game begins.

Before you Battle

Before you begin, you must first choose the character you will play, the island you will play on, and which sector you will begin from.

- Choose a Character

After choosing New Game, four characters are shown.

Choose a character
Scarlet
Has a violent and aggressive temperament. A half-human, half-god from the Pleiades System. She bears a red banner.

Red:	Scarlet
Green:	Caesar
Yellow:	Oberon
Blue:	Madcap

Place the cursor over one of the faces, and press the A button. Next, a screen showing 3 islands appears. In the upper left hand of the screen the name of the island (Aloha) and a Reduced Map are shown.

- Choose an Island

You may now select one of the three islands by pressing the A button with the cursor over the island name (but please leave it on Aloha for now).

After you have chosen an island, press the A button over the words 'Play Island'.

At the bottom left of the screen is shown the number of people you have available for use (your Man Pool). You begin the game with 100 people. These people must be used to conquer all three islands.

- Choose the Number of People

Press the A button with the cursor over the castle icon to increase the number of people to send. Pressing the B button reduces the number of

people. To make this an easy victory, set this to 70 people.

After you have set the number of people, press the Abutton with the cursor over one of the sectors in the Reduced Map.

If your enemy has already chosen a sector you may not start from that sector.

How to Play Aloha

In this section you will learn how to create offensive and defensive weapons, how to defend your sector, and how to attack your enemy.

- Creating weapons

Bring up the Command Window [A button], and select the Invent command.

1] Build Defensive Weapons

- Select the Stick icon with the A button.
- Set the number of people who will work on the invention [set all of your people to work by holding down the A button over the person icon] When the clock on the right has stopped spinning, the weapon is complete.

[2] Build Offensive Weapons

- Select the Stone with the A button.
- Set the number of people to work on this invention and wait until the clock stops spinning.

[3] Defend Your Sector

- Return to the Command Window by pressing the A button over the word 'Invent'.
- Choose Defence with the A button.
- Select the Stick icon with the A button. The cursor will become a shield.
- Move the cursor over each of the 4 towers and press the A button while over each one.
- When you have finished, press the B button.

[4] Attack the enemy sector

- Choose Attack from the Command Window with the A button.
- Choose the Stone Icon with the A button. The cursor will become a sword.
- Set the number of people to attack with by pressing the A button with the cursor over the Stone Icon. Pressing the B button over this icon decreases the number of attackers.
- Move the sword cursor to the enemy's sector in the Reduced Map and press the A button.

After you have conquered Aloha, choose a new island and a new battle will begin.

To cancel the game, pause it with the Start button and select QUIT.

Once you have figured out the basics of game play, press the Reset button and start again from the beginning. You should do this because you probably won't have enough people left to conquer the other two islands.

HINT: Beware the Enemy!!

It is possible that you may see the enemy appear in your sector. If the enemy's men start throwing rocks or other weapons, then your castle will start taking damage. If your castle is destroyed you will lose the game, so be sure to stay around and defend your castle until the enemy gives up and leaves your sector.

Eras and Tech Levels

When you first begin a battle, the tech level in each sector is the same. By inventing and manufacturing new items your Tech Level will begin to increase. However, you can only go up a maximum of three Tech Levels per island. The starting Tech Level goes up one for each Epoch. You can invent a maximum of four each of different Defence Shields, Offensive Weapons, and Defensive Weapons, for a total of a maximum 12 different items per island. Level 1 Defence Shields can be built from Epoch 1, Level 2 Shields from Epoch 2, etc. All elements used to build items must be found within the sector the item is built in, and there will be times that you cannot build any items due to a lack of Elements.

The different Tech Levels and the items associated with those levels are shown on the following page.

Epoch	Tech Level	Offensive Weapon	Defensive Weapon
1	Cave Man	stone	stick
2	Babylonian	slingshot	spear
3	Roman	pike	short bow
4	Norman	long bow	boiling oil
5	Middle Ages	catapult	crossbow
6	Victorian	cannon	musket
7	WWI	bi-plane	machine gun
8	WWII	jet	bazooka
9	Modern	nuke	anti-nuke
10	Space Age	UFO	SDI laser

• Building Weapons

When you begin the game, you will first need to build some weapons. After choosing "Invent" from the Command Window, choose a weapon to invent and set some people to this task. Weapons are shown in order of increasing Tech Level. High-tech weapons require more time to invent.

• Factories

For the first items you invent, just having the needed elements is enough to make them. However, more advanced items will require a Factory to manufacture them. Items which have a building marked next to their icon will require a Factory to be built.

• The Speed Icon

The Speed icon is very useful when inventing items which will require a lot of time. Increase the game speed until the item is invented, and then return it to normal.

• Moving Weapons

You may move offensive weapons by equipping your people with them and sending them to a new sector. You may not, however, move defensive weapons or building repair shields.

• Building Advancement

As you invent new weapons and other items, the Tech Level of the sector will increase (to a maximum of three times). As this happens, the level of your buildings will also increase, and they will take less damage from low-level weapons.

HINT: Tech Levels in New Sectors

Note: The Tech Level of each sector is advanced by building new items in that sector. When the Tech Level of one sector advances, the Tech Level of other sectors is unaffected. You will need to develop new items in each sector you control in order to advance their Tech Level.

• Weapon Elements

By clicking on the Information Icon, you can examine the Elements which are required to build the items you have invented. You can use this information to determine the best number of people to assign to mine each Element.

Buildings and Damage

As sectors advance, up to three buildings may be built around the castle. You build one Mine, Factory, and Laboratory. Buildings are created by sending people out of the castle to build them.

• Mine

You may build this when you reach the 900 AD Tech Level.

• Factory

You may build this when you reach the 1400 AD Tech Level. Factories are required to build high-tech items.

• Laboratory

You may build this when you reach the 1850 AD Tech Level. A Laboratory is required to develop very high-tech items.

• Repair Command

This displays the damage taken by your castle and buildings. When the bar to the right of the building disappears, the building is destroyed. When a building is destroyed, all people and items which were in that building are also destroyed. In other words, if you have 50 people mining Elements when your mine is destroyed, you will lose all of those people!

Attacking

In order to attack enemy sectors, you should build some weapons and make an army. With the exception of Nukes, all weapons require one or more people to operate them. You may send a maximum of 250 people into a single sector.

• Sector Types

Friendly Sector	A sector which contains one of your castles or an allied castle or army. No enemy buildings present.
Enemy Sector	A sector which contains no friendly castles or allied army.
Neutral Sector	A sector with no armies or buildings of any kind.

• Multiply-Operated Weapons

In the beginning, only one person will be required to operate any single weapon, but with the advance of technology, several people will be needed. The number of people required to operate each weapon (1-4) will be shown in Roman numerals at the upper left of the weapon icon.

• Repair Shields

You can build Repair Shields which repair damaged castles. The shields are ranked from 1-4, with higher values repairing more damage.

• Shelter Icon

Beginning in 2001 AD, the Shelter Icon will appear in the Repair Window. Clicking on this icon will close this sector off, and place its population in deep freeze until the final Mother of Battles. Once you use this icon you cannot undo its effects. Be sure that you can protect the sector from attack before you freeze its population!

HINT: Building Shelters

You can only build shelters in the 7th Epoch or later. When you build a shelter, all of the people who were in the buildings of that sector are put into deep freeze and will be able to take part in the Mother of Battles. However, cryogenic (human deep freeze) technology still has not been perfected, and you can expect to lose most of the people who were preserved.

Sector Defence

To protect your sector, you should place defensive weapons on top of each building you have created. Even using the same Tech Level of weapons, being in this high position gives your people a great advantage when fighting against intruders. The only drawback is that you are limited as to the number of defenders you may place:

Castle-
4 people

Factory-
3 people

Mine-
2 people

Laboratory-
1 person

Most defensive weapons require one person to operate. Anti-Nukes and SDI Lasers, however, operate automatically.

HINT: Anti-Nukes

When you reach the 1980 AD tech level, you can build Anti-Nukes. They will launch at any enemy sector which has launched a Nuke at you. Just owning these missiles can stop a Nuclear attack. However, these missiles are worthless against all other attacks.

HINT: SDI Lasers

When you reach the 2001 AD tech level, you can build SDI Lasers. These lasers detect incoming Nukes and destroy them. However, in doing so they will overheat and be destroyed themselves. SDI lasers are also affective against other attacks.

- Sending Out Troops

When you send your people into an enemy sector, they will immediately begin to do battle. Your people will fight against enemy troops, enemy buildings, and enemy defenses. All people in buildings which are destroyed are wiped out.

Your people will not fight at all if you have an alliance with the enemy in the sector. If you are in a non-allied enemy sector and an allied enemy is in the sector with you, your ally will help you fight against any other enemies present.

The battle will continue until one side is completely wiped out or retreats.

HINT: High-Tech weapons

Even when the enemy's forces are as large or larger than yours, having weapons of a higher tech level will greatly improve your battle results.

- Retreating

If you retreat during combat, there will be a great number of casualties to your army. However, if you retreat to your own castle, you will be able to escape this effect.

- Defeating the Enemy

You will be notified when a sector has been taken. All of the people who were in buildings in the conquered sector will become non-equipped members of your army. In battle, non-equipped people can't do much more than pick up stones and throw them, so they are unable to do damage to enemy buildings and castles.

- Building New Castles

When you have destroyed an enemy castle or send your army into a neutral sector, your people will build a new castle. If you have an alliance with another contender, you cannot build new castles. In order to expand your boundaries, you will have to break the alliance.

- Nuclear Weapons

Beginning with the 6th Epoch (1850 AD), you will be able to make nuclear weapons. No soldiers are required to operate

nukes; merely specify the sector which you wish to launch the nuke at. Sectors which have been hit by a nuke are completely destroyed, and all living things in that sector wiped out.

HINT: Defence from Nukes

SDI Lasers and Anti-Nuke Missiles provide defence from Nukes. However, Anti-Nuke Missiles only help by wiping out the sector which launched the incoming nuke.

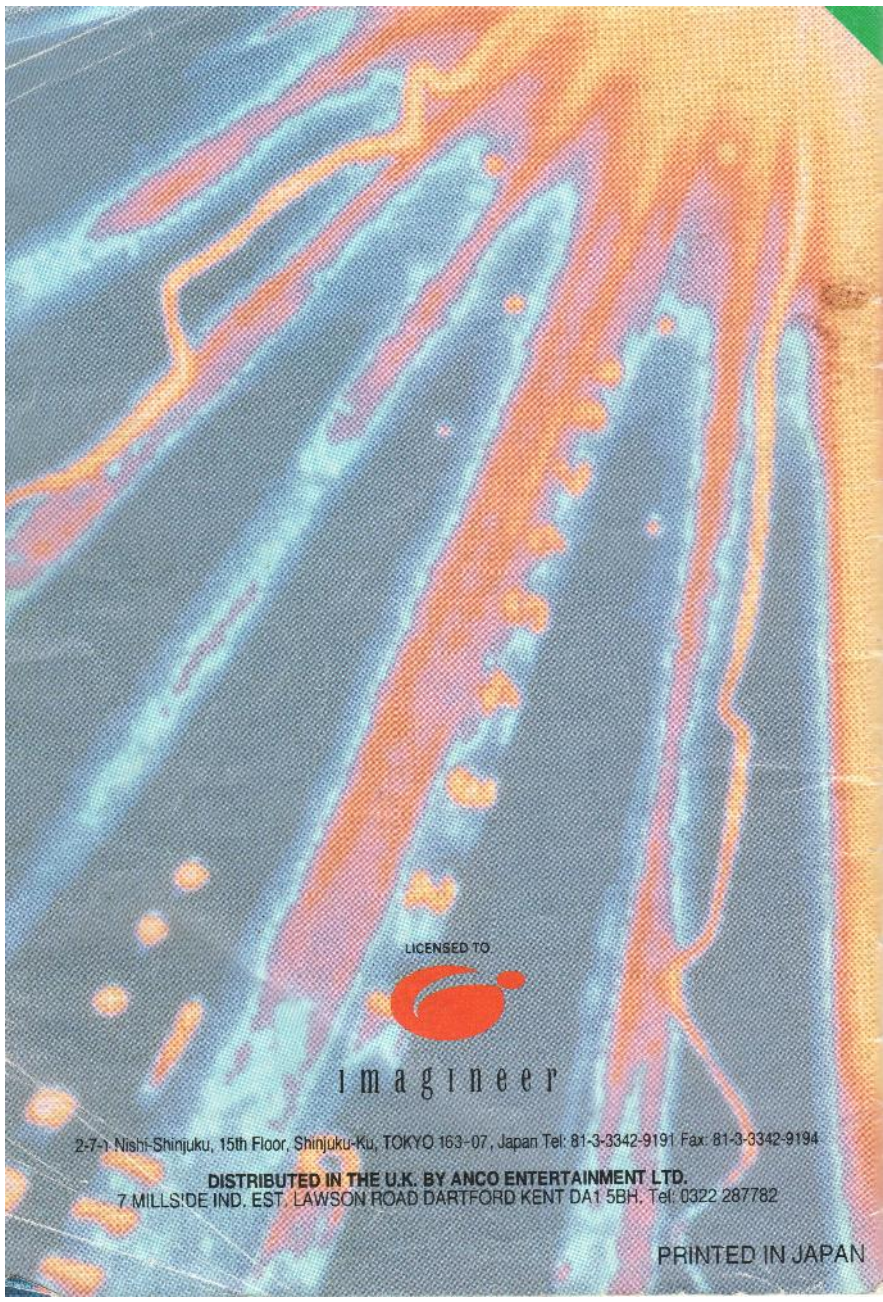
The Mother of All Battles

After finishing the 27th island during the 9th Epoch, you will compete in the Mother of all Battles. In order to take place in this battle, however, you must begin freezing people when you reach the 2001 AD tech level. In order to freeze people, you use the Shelter Icon (see pg. 18). Note that the population of a sector which has been frozen will decrease by about 90%. Also, you cannot build Shelters until the 7th Epoch.

- Lasers Only!

No new weapons can be developed during the Mother of All Battles, and lasers are the only weapon which may be used.

Be sure to consider how this will affect your strategy!



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